

BROTHERS ★ IN ARMS ★ ★ ★ HELL'S HIGHWAY™



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Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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SYSTEM REQUIREMENTS

- Supported OS: Windows® XP SP3/Windows Vista® SP1 (only)
- Processor: 2.6 GHz dual-core (3 GHz for Intel® Pentium® D 925)
- RAM: 1 GB (2 GB Recommended)
- Video Card: 128 MB DirectX® 9.0c-compliant, Shader 3.0-enabled (see supported list*)
- Sound Card: DirectX 9.0- or 10.0-compliant
- DirectX Version: DirectX 9.0 or 10.0 (on disc)
- DVD-ROM: 4x dual-layer drive
- Hard Drive Space: 8 GB
- Multiplay: Broadband internet connection with 384 Kbps upstream
- Peripherals Supported: Keyboard, mouse, optional controller (Xbox 360® Controller for Windows recommended)

*Supported Video Cards at Time of Release

ATI® RADEON® X1600/1650-1950/HD 2000/3000 series

NVIDIA GeForce® 6800/7/8/9 series.

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

INSTALLATION

Installing

To install Brothers In Arms Hell's Highway™, follow these simple steps:

1. Insert the Brothers In Arms Hell's Highway installation DVD into your DVD-ROM drive. The Autorun menu should appear.
2. On the Autorun menu, click the Install button to start the installation wizard. If the Autorun menu does not appear, browse to your DVD drive and double-click on the setup.exe file.
3. The installation wizard will walk you through the setup and installation process for the game.
4. After installing the game, double-click the "Brothers In Arms Hell's Highway" shortcut in the Games Explorer if you are using Windows Vista, or select "Brothers In Arms - Hell's Highway\Brothers In Arms - Hell's Highway" from your Start menu or double-click the "Brothers In Arms - Hell's Highway" shortcut on your desktop if you are using Windows XP. Doing any of these starts the game.

Uninstalling

To uninstall Brothers In Arms Hell's Highway, follow these simple steps:

1. Insert the Brothers In Arms Hell's Highway installation DVD into your DVD-ROM drive. The Autorun menu should appear.
2. On the Autorun menu, click on the Uninstall button to start the uninstaller. If the Autorun menu does not appear, browse to your DVD drive and double-click on the setup.exe file.
3. When the uninstaller starts, confirm the uninstall. This will automatically uninstall all components of Brothers In Arms Hell's Highway.

INTRODUCTION

Operation Market-Garden

was a bid to destroy Nazi Germany before Christmas 1944.

The plan was ambitious - it was the largest airborne invasion in the history of the world. They planned to capture a corridor through Holland to punch through the German lines. Paratroopers of the 101st Airborne and other divisions dropped from the sky in mid-September to seize and hold the corridor by surprise. The surprise attack was a bust. Hitler's best units were in the area and immediately counter-attacked and crushed the corridor. To the Allied paratroopers who fought there and lost brothers in arms, the corridor became known as Hell's Highway.

It was the last great Nazi victory. It was Hell for Sgt. Baker and his squad.

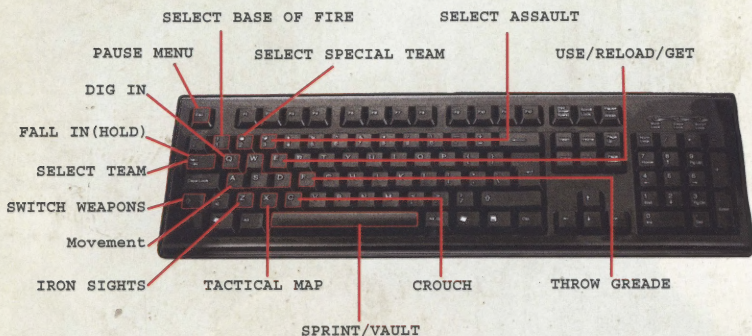


As Sgt. Baker, you are the squad leader of a Recon unit of the 101st Airborne. You survived D-Day, but many of your squad did not. Your squad contains veterans and replacements and it's up to you to lead them in battle. Their lives are in your hands.

PLAYER CONTROLS

Default Configuration

FIRE-LEFT MOUSE BUTTON
COMMAND-RIGHT MOUSE BUTTON
SWITCH WEAPON-SCROLL WHEEL
IRON SIGHTS-MIDDLE MOUSE BUTTON
ZOOM IN/OUT-(TACTICAL MAP) SCROLL WHEEL

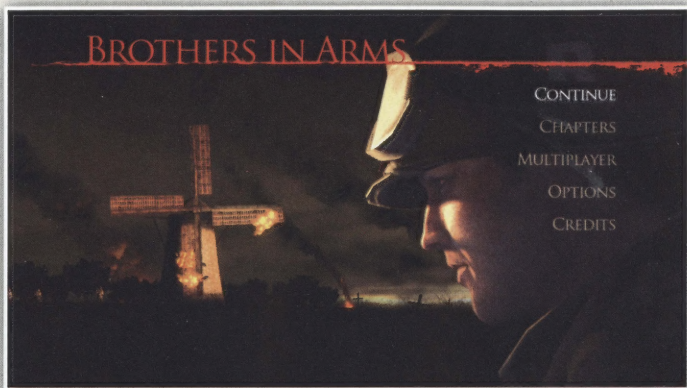


Brothers In Arms Hell's Highway is a first person, squad combat shooting game. If you've ever played a first person shooter before, you'll find the controls are comfortable. However, Brothers In Arms Hell's Highway does have some unique features with special buttons, so take note of the normal control setup.

NOTE: If the default controls aren't comfortable for you, be sure to check out the options screen where you can select from alternate control schemes and do some custom configuration of controls.

GETTING STARTED

Main Menu



The main menu is where you can choose to play the single player or multiplayer games and adjust settings and options.

The Chapters Select Option in the Main Menu will allow you to choose to play any section of the game that has already been completed.

GETTING STARTED

Options Menu



Difficulty Levels

CASUAL - For casual players wanting a fun experience that is not overly challenging. You can be exposed for a short while and live to tell about it.

VETERAN - For veteran FPS players who know how to handle themselves under fire. Exposing yourself to fire is a very deadly proposition.

AUTHENTIC - Completing the game unlocks the Authentic difficulty. When playing on Authentic, all HUD elements are disabled, giving you an unaltered view of the battlefield. You will have to watch enemy movements to determine their suppression level, and you won't have a crosshair to assist your aim. Your enemies are also crack-shot accurate. Good luck, Soldier!

HOW TO PLAY

Heads-Up Display

Fire Team Icons



There are some differences in the heads-up display elements between the single player game and the multiplayer game. Skip ahead a bit in this book to learn about the heads-up display elements for multiplayer games.

BASIC TRAINING

Iron Sights View



You can aim with precision by lining up the iron sights to strike your target accurately. Press the middle mouse button or Z key to use iron sights.

Being still will steady your shot when aiming down the sights.

Threat Indicator



As you take fire, your screen will turn blurry and red. Get to safety quickly because one of those bullets is bound to have your name on it.

BASIC TRAINING

Dig-In

When in combat, dig-in behind walls and hard objects to remain safe from enemy fire. Once dug-in, lean around the cover to aim at the enemy.



Press the Q key to "Dig-In" behind cover.



Press the W key to pop over low height cover.



Press A to lean out left and D to lean out right from cover.



Press the Space Bar to vault over cover.

Press the Q key again or the S key to exit cover and return to first-person view.

BASIC TRAINING

Context Use

Use (E key) has several functions. Besides reloading your weapon or picking up new weapons from the battlefield, the Use command allows you to interact with various things in the environment.



Active Moments

Some cinematic events can happen in the middle of the action. When you see the "active moment" prompt on-screen, you can press the E key to shift your view and watch the event unfold.



Recon Points

Recon Points present a vantage for important or interesting information on the situation. Press the E key to survey the point of interest and also unlock a Recon Report to view in your Tactical Map or in the Chapters Selection screen.



Kilroy Was Here



The legend of Kilroy differs depending on who you talk to, but among the American soldiers, he was always "the first one in, and the last one out." If you find him, press the E key to make your mark on the legend.

SQUAD LEADER TRAINING

Your Paratrooper Squad



Brothers In Arms Hell's Highway is a game where success depends greatly upon your ability to utilize authentic fire and maneuver tactics. Your squad consists of a squad leader (you) and one, two or three teams under your command. Depending on the mission, you could command any or all of the following units:



Fire Team:  





Equipped with longer range, higher caliber weapons designed for suppression.



Assault Team:  

Equipped with lighter, shorter range weapons for maneuvering.



Special Weapons Team:    

Equipped with either a Bazooka or a Machine gun, depending upon the situation.

	SUPPRESSION	WOOD COVER	SANDBAG COVER	STONE COVER	ARMOR AND ARTILLERY
					
SMALL ARMS	★	★	—	—	—
MACHINE GUN	★ ★	★ ★	—	—	—
BAZOOKA	★ ★	★ ★	★ ★	—	★
GRENADE	★ ★	★ ★	★	—	—

Each Team has a different kind of effectiveness in various roles and against various targets. Use the right team for the right purpose and you can be most successful!

SQUAD LEADER TRAINING

The Four F's

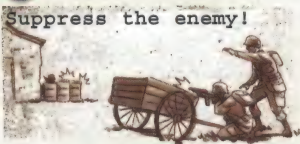
1 Find Him

Locate your target and position your squad.



2 Fix Him

Suppress the enemy!



3 Flank Him

Surround him from his exposed side!



4 Finish Him

Kill the enemy quickly and without remorse



Commanding Your Squad

Right Mouse
Button
Command

Hold the right mouse button to target an order for your squad. Release the right mouse button to issue the command to your squad.

Tab Key
Select Team

Each Tab key press toggles the active team. You can also select a team by pressing the 1, 2, or 3 key.



Selected Team



Not Selected Team

Tab Key (hold)
Fall In

Press and hold the Tab key to command your squad to Fall-in. You can also command a unit to Fall-In by pressing and holding the 4 key.

SQUAD LEADER TRAINING

The Command Ring

The Command Ring appears whenever you press the right mouse button and is used to issue different orders to your squad depending upon what you are targeting.



Move Order

Tell the Active Team to move to that location. Your squad will automatically attempt to take cover nearby.



Fire Order

Tell the Active Team to shoot at the enemy under the red Command Ring. This will suppress the enemy.



Destroy Order

Tell the Active Team to use its weapons to shoot at the cover. If they're using the right weapon, they will destroy it.

Suppression

In combat, suppression icons appear over targets. Shoot at the enemy (left mouse button) to make him take cover instead of returning fire!

	not suppressed	suppressing	suppressed
Suppressing			
Recovering			

TACTICAL MAP

Objectives



Squad Status

Friendly Position

Enemy Positions

Map Controls

At any time, press the X key to access the Tactical Map. The map shows objectives, squad status and enemy positions.

Bonus content in the form of Recon Reports can be accessed from the Tactical Map by pressing the X key at any time. As Recon Points are discovered in-game, more Recon Reports are unlocked.



TANKS

Panzershreck Enemies

88mm Guns/Panzers



Tank Commander

"Firefly" Tank

Cannon Status

Hull Integrity

At times, you'll be able to take command of a Sherman tank! The tank has a main gun and a machine gun and as the commander, you'll be able to sit outside of the top hatch, or button up inside the tank.

Tank Controls:

1. Move the tank with the W, A, S, and D keys, and adjust the camera using the mouse.
2. Press the Q key to switch between standing up in the open hatch and buttoning up.
3. Left mouse button fires the main cannon.
4. Right mouse button fires the deck-mounted machine gun.

When standing up in the hatch, you can use the top-mounted machine gun, but you're very exposed to small arms fire from the enemy. If you're being shot at, button up with the Q key.

BROTHERS

S/Sgt. Matthew Baker



Age: 23 Hometown: St. Louis, Missouri

Preferred Weapon: M1 Garand

Baker enters Holland fully accepting his responsibility as squad leader. Losing half of his original squad in Normandy still weighs heavily on him, but he is determined to not let another man die

under his command - a goal that could border as much on insanity as idealism.

Cpl. Sam Corrión



Age: 26 Hometown: Augusta, Georgia

Preferred Weapon: M1A1 Thompson

Corrión was a corporal with Baker and Hartsock before the jump into Normandy, and much to his dismay, is still a corporal going into Holland. Sam excelled as supervisor at a textile mill back home, and believes he would be a better

leader than either of his compatriots - if only given the chance.

Pfc. Mike Dawson



Age: 24 Hometown: Gainsborough, England

Preferred Weapon: M1 Carbine

Though a newcomer to the squad, Mike served as a pathfinder for the 502d PIR in Normandy. A strong believer in fate, Dawson finds a particular interest in Baker and the stories behind his "cursed pistol". His inquiries have made him

a pariah, as the other members would rather not re-live those events.

Pvt. Frank Laroche



Age: 19 Hometown: Norfolk, Massachusetts

Preferred Weapon: M3 Grease Gun

As the only "replacement" in Baker's Reconnaissance section, "Franky" is the only soldier without any real combat experience. However, he excelled in training and is a natural with most any firearm. Young, and filled with heroic

ideals, he is eager to rush into action - and all too willing to put his life on the line.

These are just some of the characters in Brothers in Arms Hell's Highway. You'll meet and fight with other characters and important figures throughout the game.

Pfc. Jack Courtland



Age: 21 Hometown: Richmond, Virginia

Preferred Weapon: M1A1 Thompson

A bit of a hot-head, Jack joined the paratroopers with dreams of glory - and wooing French girls with his tales of valor. His eagerness to be a hero quickly faded after being lost for days in Normandy. Now, Courtland just wants

to get back home, and fighting for the man next to him is the best way to do it.

S/Sgt. Joe "Red" Hartsock



Age: 22 Hometown: Laramie, Wyoming

Preferred Weapon: M1A1 Thompson

A corporal under Baker's command, Hartsock was promoted to Sergeant after the battle in Carentan. Unlike Baker, Red understands that war "doesn't make any god-damned sense," and is prepared to make the tough decisions required

of a squad leader. In combat, men die - all he can do is minimize the casualties.

Cpl. Tom Zanovich



Age: 29 Hometown: Princeton, New Jersey

Preferred Weapon: M1918A2 BAR

The "old man" and veteran of the squad, Zanovich served in the French Foreign Legion for years before enlisting in the U.S. Army. Despite all the combat he's seen, Tom remains good natured and has

a strong sense of humor - even when the situation doesn't exactly call for it.

T/5 Nathan Holden



Age: 23 Hometown: San Diego, California

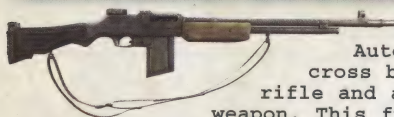
Preferred Weapon: M1 Garand

Holden is the squad's new radioman - a job that fits him perfectly. Nathan is constantly concerned with efficiency of both communications and tactics, and is quick to question the squad's methods or

orders. The others don't take him too seriously though, as his logic rarely applies when things go FUBAR.

ARMS-ALLIED

MI9I8A2 B.A.R.



A design by John M. Browning, the Browning Automatic Rifle (B.A.R.) is a cross between a standard infantry rifle and a squad support automatic weapon. This fully automatic rifle uses a 20-round magazine of full-size .30-06 ammunition to suppress and destroy enemy positions.

M1 Garand



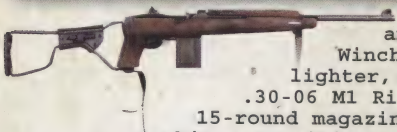
Developed by John C. Garand, the M1 Rifle is the standard-issue firearm for all of the U.S. ground forces. Its .30-06 round is powerful enough to drop a man in one shot, and its gas-operated mechanism allows a soldier to empty its 8-round magazine faster than any other rifle on the modern battlefield.

M1A1 Thompson



Developed after WWI by General John T. Thompson, this fully automatic weapon spits out .45 ACP rounds from its 20-round magazine at a terrifying rate. The A1 variant has been streamlined and compacted to endure the rigors of ground warfare on the battlefield.

M1A1 Carbine



Designed by Ed Browning and David M. Williams, this Winchester-made carbine is a lighter, smaller alternative to the .30-06 M1 Rifle. The carbine sports a 15-round magazine of smaller .30 cal carbine ammunition. The A1 variant features a folding wire stock designed for paratroopers.

ARMS-ALLIED

Baker's father once presented his son with a nickel plated Model 1911 .45 Pistol that was engraved with the words "For Matthew - Brothers in Arms".

Some squad members believe this gun is cursed.



BAKER'S PISTOL

M3 Grease Gun



A modern submachine gun designed by G. Hyde at GMC, the M3 is quickly replacing the larger, heavier M1 Thompson model as standard issue. The M3 utilizes the same .45 ACP round and 30-round magazine, yet fires at a slower rate for better control and ammo consumption.

MI9I9A6 L.M.G



The belt-fed .30-06 light machine gun designed by John M. Browning is the fire support weapon for all U.S. ground forces squads. The A6 variant is specially designed for paratroopers, utilizing a detachable butt stock and bipod instead of the standard tripod mount.

M9 Bazooka



The M9 "Bazooka" is an improved version of Lt. Edward G. Uhl's original M1 design. Capable of being disassembled into two halves, the M9 is lighter and easier to handle than its predecessor. This makes the weapon a capable anti-armor weapon for mobile infantry.

Remember that you can also pick up any weapon dropped by an enemy. Try using the MG-42 machine gun after you defeat the gun crew.

MULTIPLAYER

Connecting to a Game

Brothers In Arms Hell's Highway supports two Multiplayer modes:

- Online Game - Play with other players via the Internet using the GameSpy™ Network.
- Local Area Game - Join up to 19 other players connected via a Local Area Network (LAN).

Connecting to the GameSpy Service

To play Brothers In Arms Hell's Highway online, you will have to connect to the GameSpy service. Use your GameSpy account to log in to the Log In screen and you're ready to play.

Playing Brothers In Arms Hell's Highway online requires a high-speed broadband connection with a minimum speed of 384kbps. The game uses UDP ports 6500 and 27900 to connect to the servers and other players. If you are behind a firewall, you may have to open these ports in order to achieve proper connectivity. Enabling UPnP support is highly recommended when using a UPnP-compliant firewall.

Creating a GameSpy Account

If you do not have a GameSpy account, you can create one using the "Create Account" button located at the bottom of the GameSpy login screen. Using the in-game registration interface, just input your desired GameSpy ID, your email address, and your password to create an account without leaving the game.

Getting Into a Game

Once you have selected Online or Local Area play, you can join an existing game or host your own.

- Join Game - Search for and join existing games that match your search criteria.
- Host Game - Create and host your own custom game for other players to join.

Match Settings

You can specify match settings when either searching for a Custom Match or creating your own match.

- Map - Choose one of the six available multiplayer maps.
- Maximum Players - Sets the maximum player limit available in the match.
- Capture Limit - Sets the number of capture points necessary to win the match.
- Match Time Limit - Sets the maximum time allotted for the match.
- Round Time Limit - Sets the time limit for each round.
- Round Prep Time - Sets the time allowed in the Preparation phase for each round.
- Voice Chat - Determines when players can use voice chat.
- Friendly Fire - Determines whether allies can harm each other.

The following characters are supported by Brothers In Arms Hell's Highway:

!"#\$%&'()*+,-./0123456789:;<=>@©®

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ÀÁÂÃÄÅÈÉÊËÌÍÎÏÐÒÓÔÕÖÙÚÛÜÇÆÑ [] ^ _ `

abcdefghijklmnopqrstuvwxyz

àáâãäåèéêëìíîïðóôõöùúûüçæβñ{ } ~ ° & i

If the player uses an unsupported character, it will be replaced with an underscore ("_").

MULTIPLAYER

Playing the Game

Multiplayer for Brothers In Arms Hell's Highway is a round-based tactical game that pits an American Airborne squad against a German Fallschirmjäger squad.

The Objective

The Goal of the game is to win rounds by successfully attacking or defending the territory. The attackers win by either raising their nation's flag over one of the two capture points or eliminating the defenders before the round expires. The defenders win if they prevent the attacking squad from completing either objective.

Squad Formation

Both the American and German squads consist of three 3-man Fire Teams (Able Team, Baker Team, and Charlie Team) and one Squad Leader, fielding up to 10 players on each squad.

Squad Roles

Each player is able to take up one of three roles in the squad, offering varying styles of play.

Note: A player can opt out of any of the roles using the Player Preferences option in the Lobby or in-game menu.

- **Squad Leader** - The Squad Leader has the ability to issue orders to his three fire teams in-world using the Command Ring, or via Tactical Map to issue orders that are not in line-of-sight. He can also use the Tactical Map to call in air support to recon enemy positions or flush them out with an air-to-ground bomb.
- **Specialist** - One soldier in each Fire Team is a Specialist. The Specialist fields one of the three special weapons for his squad. He can choose between a Light Machine Gun, a Bazooka, or a Sniper Rifle.
- **Tank Crew** - When attacking, the soldiers in Charlie Team will man a medium tank. The tank crew consists of a Driver, a Gunner, and a Spotter. While powerful when fully manned, the tank is very vulnerable without a full crew.

MULTIPLAYER

Tactical Map



1. Player Icon - The player's icon is highlighted and larger than other icons.
2. Fire Team Icons - Color-coded by Fire Team, these icons represent the location of squad mates.
3. Squad Leader Cursor - Orders and Air Support requests are issued at the cursor's location.
4. Order Marker - These icons display the ordered destinations for allied fire teams.
5. Enemy icons - When seen by a teammate or Air Recon plane, enemy positions show up on the Tactical Map.
6. Squad GamerTags - Displays the names of each player in the squad. The Flag Carrier is shown by a Flag Icon by his name.
7. Fire Team Status - Displays the fire team's color, name, and status. Also displays order buttons for the Squad Leader. The picture displays players' weapons and current status as Active (Colored), KIA (Grey), or MIA (Sketched).
8. Air Support - Displays the Air Support options available to the Squad Leader.
9. Squad Information - Displays the current attacking squad and both squads' capture score.
10. Round Timer - Displays remaining round prep time and round time.

MULTIPLAYER

Heads-Up Display



1. Player Status - The Player Stance indicator is accompanied by a numerical health indicator. When the player's health reaches 0, he is killed.
2. Compass Ring - The Compass Ring displays the directions of important elements of the game e.g. team members, the flag, orders, etc.
3. Player Role - This display indicates the player's current role and assigned fire team.
Note: The player's role will change to reflect certain actions (e.g. pick up the flag, climb inside the tank, etc.).
4. Order Marker - This icon displays the location and distance of the player's current order destination.
Note: The Squad Leader's HUD will display markers for each team he has given orders to.
5. Objective Display - This display updates to show the player's immediate goal.
6. Squad Mate Icons - On-screen squad mates display their Icon along with their GamerTag (Player name)
7. Squad Information - Displays the current attacking squad and both squads' capture score.
8. Round Timer - Displays the time remaining in the round. If this timer hits 0, the defending squad wins the round.
9. Death Messages - Displays the Killer, the weapon, and the Victim of each kill.
10. Current Speaker - The names of squad mates currently using voice chat are displayed here.

COMMUNITY

Gearboxity

Gearbox Software has an ever-growing online community and we want you to be a part of it! Our community hub, Gearboxity, and our forums are great places to interact with Gearbox developers and other fans of our games.

gearboxity.com



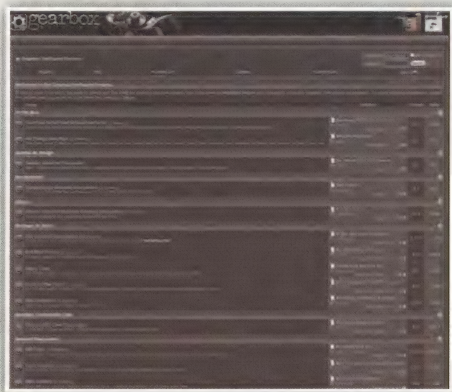
- Exclusive feature articles
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- Contests, interviews, and more!
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COMMUNITY

Forums

Register FREE, for the
"Gearbox Fan" Achievement!

gbxforums.gearboxsoftware.com



- Read posts from developers
- Discuss Gearbox games
- Ask questions and post comments
- Meet and play with other Gearbox fans!!

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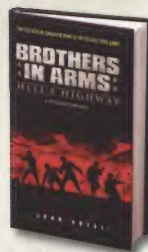


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Thanks,
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Brothers In Arms Hell's Highway™

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NOTES

NOTES

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Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

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